SPECIFICATION AMENDMENTS

Please REPLACE the sub-paragraph (iii) on page 120, lines 17 – 20, with the following sub-paragraph:

(iii)   put in the message queue – For example, a message may be put back into a message queue database 328 (as shown in FIGs. 14A and 14B). The message may then be output later (*e.g.*, based on a trigger condition).

Please REPLACE the paragraph on page 128, lines 12 – 18, with the following paragraph:

According to some embodiments, a casino may provide a payment to a proprietor of a feature. For example, a casino may pay a licensing fee to a game manufacturer who builds game machines that include a feature. Commonly owned Application Serial No. 10/420,068 entitled "Method and Apparatus for Managing Features on A Gaming Device" (which is incorporated herein by reference) includes a method of tracking usage of features on a game machine and determining payments to be made to proprietors of features.

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Please REPLACE the sub-paragraph (ii) on page 134, lines 6 – 23, with the following sub-paragraph:

(ii)   A game machine may initiate "auto-play mode" based on output of a message. For example, a game machine may automatically play itself (*i.e.*, place a bet, determine an outcome, provide a payout if appropriate, and repeat this process) while a player views or responds to a message. Commonly owned Application Serial No. 08/774,487 entitled "Automated Play Gaming Device", now issued as U.S. Patent No. 6,012,983; (which is incorporated herein by reference), commonly owned Application Serial No. 09/437,204, also entitled "Automated Play Gaming Device", now issued as U.S. Patent No. 6,244,957 (which is incorporated herein by reference), and commonly owned Application Serial No. 10/331,438 entitled "Method and Apparatus for Automatically Operating A Game Machine" (which is incorporated herein by reference) include various embodiments in which a game machine may automatically play itself, sometimes without any interaction from a player. Note that commonly owned Application Serial No. 10/331,438 includes examples of entering auto-play mode in response to a trigger (*e.g.*, the output of a message on a game machine).